

Minkyung Shin

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Producer with 3yr professional experience - 7 game prototypes, 10+ YouTube Channels, 1 TV series, 3 theatre plays

EDUCATION

Carnegie Mellon University Master of Entertainment Technology – MET	Pittsburgh, PA 05/24
Hanyang University Bachelor of Arts - Theatre and Film (Directing)	Seoul, South Korea 03/18

PROJECTS

Producer / Game Designer AlighteR Client: Niantic Lightship	Pittsburgh, PA 01/24 – present
<ul style="list-style-type: none">Manages a 6-member team for 15 weeks to design and develop a mobile AR game highlighting the features of Niantic Lightship ARDK using UnityCreates and updates the key documentation including GDD, timeline, and backlog to share a clear vision	
Producer / Game Designer Cheat Code Carnegie Mellon University	Pittsburgh, PA 08/23 – 12/23
<ul style="list-style-type: none">Led a 5-member team to develop a game prototype enabling real-time generative and customized gameplay experience by integrating Generative AI tools (Dall-E, Midjourney, ChatGPT) and Unreal EngineEstablished a cohesive team direction by articulating the overarching vision and success metrics for the Blue Sky project, which garnered exceptional feedback: 100% willingness to replay, 87% customization in play, and 94% freedom in asset creation from 48 playtesters	
Producer / Game Designer VektoR Client: EKTO VR a start-up resolving VR locomotion with their motorized footwear EKTO ONE	Pittsburgh, PA 01/23 – 05/23
<ul style="list-style-type: none">Designed and developed a VR tutorial for EKTO ONE and HTC VIVE using UnityManaged communications between the 6-member team, clients, and faculty to fully realize stakeholder goals. The project was showcased at the 2023 Tony Awards during CMU's anthem videoMaintained the project website and documented progress through development blogs, presentation decks, and trailers, resulting in 57% of the faculty acknowledging that the project outcome surpassed expectations	
Producer / Sound Designer Building Virtual World CMU Entertainment Technology Center	Pittsburgh, PA 08/22 – 12/22
<ul style="list-style-type: none">Designed 4 game prototypes using Unity for a variety of platforms including VR, AR, mobile, and eye-trackerLed daily scrum for multi-disciplinary teams of 20 designers, artists, and programmers in fast-paced sprint cycles to iterate and facilitate intuitive gameplay resulting in 2 out of 4 games being selected for the ETC Festival 2022	

PROFESSIONAL EXPERIENCE

Production Instructor National High School Game Academy	Pittsburgh, PA 06/23 – 08/23
<ul style="list-style-type: none">Designed the curriculum and teaching material for 6 production and 2 narrative design lecturesTaught and managed classes for 83 high school students on project management and production pipelineMentored 16 teams on game producing and rapid prototyping to build 32 demo games in 4 weeks	
Producer Awesome Entertainment	Seoul, South Korea 02/20 – 04/22
<ul style="list-style-type: none">Led a 12-member team to launch and publish 10 YouTube channels, which resulted in a 1.5M subscriptionObtained 384M views a year by researching market trends, conducting competitive strategies	
Producer Contents Pool, Vicki Series "Coffee, Do Me a Favor (2018)"	Seoul, South Korea 03/18 – 08/18
<ul style="list-style-type: none">Planned overall production schedules and organized prerequisites, contributing to minimization of costs and timeCommunicated within the 80+ member production including agencies, key staff, and crews to resolve daily issues	

ADDITIONAL INFORMATION

- Project Management:** Agile Scrum, Trello, Slack, MS Office, Google Suite
- Game Engine & Programming:** Unity, UE5, Python, C#
- Creative:** Photoshop, Premiere Pro, After Effects, Final Cut Pro, Adobe Audition, Logic Pro